Story Starter Notes and Definitions

(make a COPY of this, fill it out and share it with me at tsmith@vicksburgschools.org)

1. **Logline** (your story summed up in 1-2 sentences that contain Protagonist's name and description, main conflict [may include Antagonist and description], and Protagonist's objective):

2. Decide what type of **Protagonist / Antagonist relationship** your story will have:

    Same Objective   /   Colliding Objectives   /   Superhero   /   Situational

3. Write the 10 characteristics of your Protagonist (Pro):
    1. What is your Pro's specific **objective** (obj)?
    2. How will we know the Pro is **determined** to obtain his/her obj?
    3. What **strengths** will help Pro obtain his/her obj?
    4. What **weaknesses** will hinder Pro from obtaining his/her obj?
    5. What are some examples of how Pro will **fail and succeed** (at least one of each)?
    6. Do the Pro's actions **equal** his/her motivations?
    7. What is the **maximum sacrifice** that the Pro will be tested to?
    8. How is Pro **relatable** to the audience?
    9. How is the Pro a **changed** person in the end?
    10. What does the Pro **achieve** at the end (His/her obj 95% of time)

4. Write the 10 characteristics of your Antagonist (Ant):
    1. What is your Ant's specific **objective** (obj)?
    2. How will we know the Ant is **determined** to obtain his/her obj?
    3. What **strengths** will help Ant obtain his/her obj?
    4. What **weaknesses** will hinder Ant from obtaining his/her obj?
    5. What are some examples of how Ant will **fail and succeed** (at least one of each)?
    6. Do the Ant's actions **equal** his/her motivations?
    7. What is the **maximum sacrifice** that the Ant will be tested to?
    8. How does the Ant **justify** his/her actions to himself/herself?

9. What traits will **push away** the audience's trust and sympathy?

10. How does the Ant *fail to achieve* his /her original objective?

5. Write examples of some **conflicts** your Protagonist will face. You should have at least Internal and personal conflict, and may include External conflict if it works.

1. Pro's **Internal conflicts** (conflict *within*):

2. Pro's **Personal conflicts** (conflict *between*):

3. Pro's **External Conflicts** (conflict *around*, if applicable):

6. Decide major points in your story's **structure** to use as guidelines to help you write it.

1. **Ending** (your "vacation destination" that you write to get to):

2. **Beginning** (life as normal for the Pro):

3. **Inciting Incident** (opportunity for adventure):

4. **Launch point** (decision made at the end of Act I that sends Pro into the story):

5. **Midpoint** (turning point in the middle with big twist - false victory or false defeat):

6. **Rally Point** (Pro has rededicated himself/herself to reaching goal at end of Act II):

7. After you have designed the main elements of your story, you will want to write a **treatment**.

8. Write down different **scenes on index cards** to help you organize yourself before writing the script. Index cards will allow you to shuffle, add, delete, skip and adjust scenes before committing them to a script. Remember the 6 elements to for each index card:

1. Scene name

2. Scene location

3. Characters in scene

4. Brief description of the scene

5. The scene's Key Beat

6. The change in the scene - +/-, -/+, -/+/-, or +/-/+

9. Write your script using your index cards and logline to keep you on track.